Try an ATARI HOME COMPUTER

Take a moment to flip through this selection of programs for the ATARI Home Computer. Pick your favorite game, take a learning challenge, or explore a home office program. Inside are complete instructions— so go ahead and give one a try!

ATARI 800

ATARI®
HOME COMPUTERS

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Home Entertainment

MISSILE COMMAND™

Defend Our Civilization. Use your Anti-Ballistic Missile system to protect six major cities against incoming Inter-Continental Ballistic Missiles (ICBMs) armed with nuclear warheads. You'll also have to guard against killer satellites, bombers and smart bombs that dodge your Anti-Ballistic Missile (ABM) fire. Aim carefully because your ABM base has a limited arsenal.

Make sure a Joystick is plugged into Controller Jack 1 on the front of the computer for single-player games. For two-player games, plug Joysticks

into both Controller Jacks 1 and 2. Hold the Joystick so the red button is in the upper left corner.

Launch your defense by pressing the START key found on the right side of the keyboard for a one-player game. For a two-player game, press the SELECT key once, then press the START key.

Move the Joystick to control the position of the crosshairs. To defend your cities, position the crosshairs in front of enemy aircraft, satellites and incoming warheads. Press the red button on the Joystick to fire an Anti-Ballistic Missile. Its warhead explodes just in front of the enemy.

**TURN TO THE BACK FOR LOADING INSTRUCTIONS**
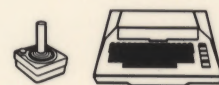
ASTEROIDS ™

Captive in Outer Space.
Your spaceship is trapped in a deadly asteroid belt and you must explode drifting boulders before they destroy you. But watch out for enemy spacecraft!

You can rocket through space in any direction, firing your missiles to protect your spaceship. Score points by destroying the asteroids and enemy spacecraft.
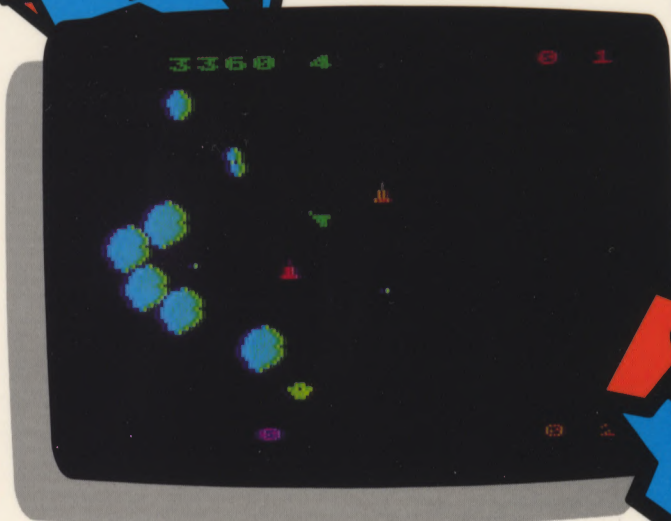
Up to four can play as a team or against each other and the asteroids. ASTEROIDS has 144 game variations.

These directions cover a single-player standard game.

Make sure a Joystick Controller is plugged into Controller Jack 1 on the front of the computer. Hold the Joystick so the red button is in the upper left corner.

Press the START key. Asteroids crowd in on your spaceship from the corners of the screen. The red button on the Joystick fires your cannon. Steer your space ship by moving the Joystick left or right. Push forward to move the ship in the direction it's pointed. To stop, rotate the ship 180 degrees and add thrust by pushing the Joystick forward until you come to a halt. To protect yourself from approaching asteroids, pull back on the Joystick to put a shield around your ship.

**TURN TO THE BACK FOR LOADING INSTRUCTIONS**
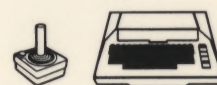
CAVERNS OF MARS ™

Conquer and Escape! Maneuver your spacecraft into the depths of the most barren caverns beneath the planet Mars. Dodge the rubble-strewn walls of the caverns and carefully guide your rocket ship down towards your ultimate goal— the aliens' stronghold at the bottom, of the cavern. Once you get to the bottom, your mission is to activate the bomb inside their headquarters and escape the cavern. You have only 30 seconds to flee before the bomb explodes. With each higher skill level, the time you have to escape decreases.

To play, make sure a Joystick Controller is plugged into Controller Jack 1. Fire your lasers by pushing the red button on your Joystick. Begin your descent into the caverns by pressing the yellow START key to the right of the keyboard. You can change the skill level of the game from Novice to Pilot, Warrior or Commander by pressing the OPTION key (above the START key).
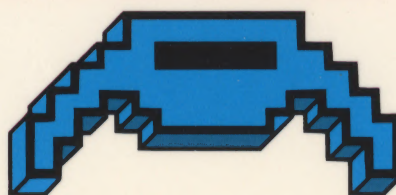
FUEL

At each level the action becomes more daring as the cavern shapes change. And you must use your Joystick even more skillfully to make your way through the caverns by dodging floating mines, destroying enemy ships and blowing up enemy fuel storages along the way.

SCORE 490
12345 BASE
FUEL 50
NOVICE

TURN TO THE BACK FOR LOADING INSTRUCTIONS

STAR RAIDERS ™

**Zylon Fighters!
Range: 270!** A state of war exists between the Atarian Federation and the Zylon Empire. Your mission: Seek out and destroy all Zylon spaceships. You'll love this game's high-voltage action, incredibly realistic sound, depth of detail and strategy.

Plug a Joystick into Controller Jack 1. Hold the Joystick so the red button is in the upper left corner.

Press the START key on the right side of the computer keyboard. "NOVICE MISSION" appears at the top of your screen.
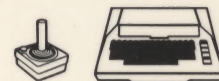
*Awarded By Video Magazine

Typing the letter **S** activates your protective shields; the letter **C** turns on your Computer tracking System. Then type the letter **G** to display the "Galactic Chart." This grid diagram of the universe shows you where you are, where to find the enemy and where your friendly starbases are. Using your Joystick, position the cursor (flashing dot) into an enemy sector. Type **F** to return to the front view from your starship. Type **H** to engage your hyperwarp engines.

When you emerge from hyperspace, you'll find yourself in an enemy sector if you positioned your cursor correctly. When an enemy spaceship appears, use your Joystick and steer your ship to line the Zylon spaceships up in the middle of your crosshairs. The grid to the lower right tells you the position of the nearest enemy ship. Blast away to score points!
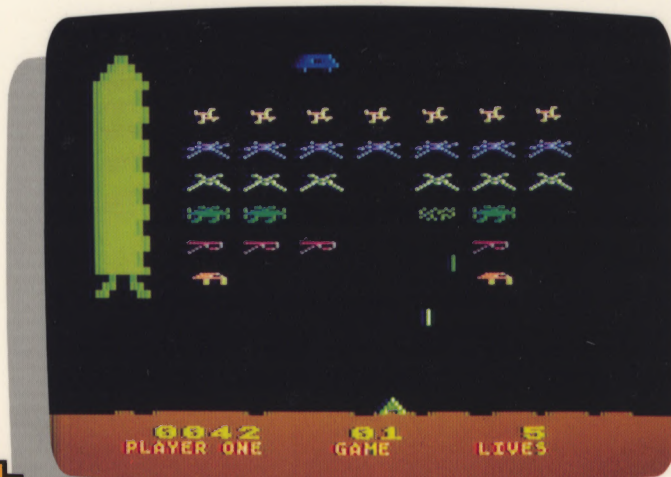
TURN TO THE BACK FOR LOADING INSTRUCTIONS

SPACE INVADERS*

Attack the Aliens.
Strange creatures from outer space threaten the moon. Your mission is to destroy the aliens with your laser cannon before they reach the surface.

But—just when you think you've destroyed them all, a new army of invaders appears. And remember, the aliens have weapons, too.

To play the one-player version, make sure a Joystick is plugged into Controller Jack 1 on the front of the computer. For a two-player game, plug Joysticks into both Controller Jacks 1 and 2. Hold the Joystick so the red button is in the upper left corner.

When Space Invaders first appears on your television screen, it's set for one player. Press the SELECT key for a two-player game. Return to a one-player game by pressing the SELECT key again. Press the START key to begin a new game or to reset a game in progress.

The Joystick moves your laser cannon right or left, and the red button fires laser beams that destroy aliens on contact. If you destroy all 42 aliens before they reach the surface, a new set of invaders appears on the screen. You have five "lives," or turns. The game ends when you have lost your last life or when an invader touches the surface.

But if you succeed in destroying all of the invaders...you'll get a surprise!

TURN TO THE BACK FOR LOADING INSTRUCTIONS
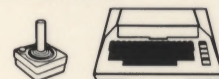
*Trademark of Taito America Corporation.

SUPER BREAKOUT™

The Great Escape. Smash your way through a thick wall of multi-colored bricks! At each layer your scoring goes up until you knock a hole through the wall—then watch the unbelievably fast action as the ball ricochets madly between the backboard and the bricks.

Four game versions include Break-out, Progressive, Double and Cavity. Cavity is an intriguing variation in which trapped balls are released as you knock through the bricks. Up to eight players can compete against each other.

Make sure a set of Paddle Controllers is plugged into Controller Jack 1 on the front of the computer. Hold the Controller so the red button is on the left side.
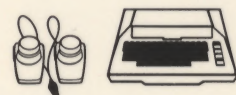
To change one of the four games, press the SELECT key (just above the START key) until the title of the game you want is displayed on the screen.
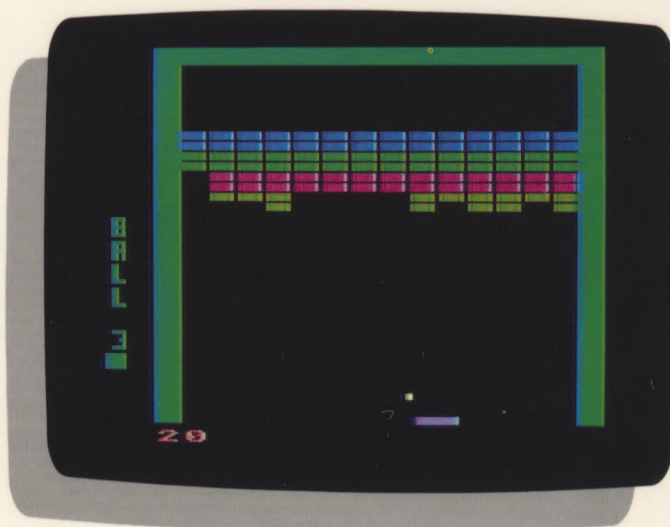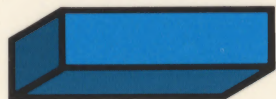
If you want to play a two-player game, press the OPTION key once. The screen will display "TWO PLAYERS."

Press the START key on the right side of the keyboard to begin the game.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

SUPER
BREAKOUT

PAC-MAN*

Get Movin' PAC-MAN! It's a race to gobble up all of the dots and stay away from those sneaky ghosts! The ghosts will track you down, so do your best to steer clear of them! But if you gobble up one of the flashing "energy dots," the ghosts will change their color and turn blue, and that's the time to turn and chase them! Snatch up these blue ghosts and earn 200, 400, 800, then 1600 bonus points for each one you get in succession.

Plug a Joystick Controller into Controller Jack 1 on the front of the computer for one player. For two players, plug a second Joystick into Controller Jack 2. Hold the Joystick so the red button is in the upper left corner. Press the SELECT
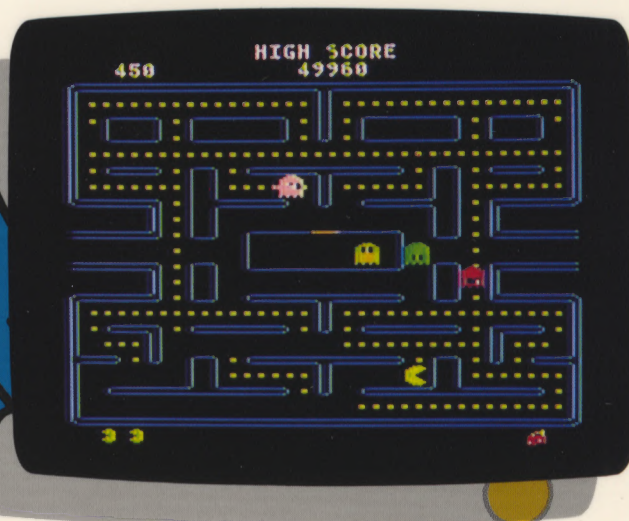
key for a two-player game. Press it again for a one-player game.

The skill level of the game can be changed by pressing the OPTION key. Begin play by pressing the START key.

Use your Joystick to maneuver PAC-MAN through the maze. Move it left, right, forward and back and PAC-MAN will move in the same direction. You get three men per game, but score 10,000 points and you get an additional man!

*Trademark of Bally Midway Mfg. Co., licensed by Namco-America, Inc.

TURN TO THE BACK FOR LOADING INSTRUCTIONS
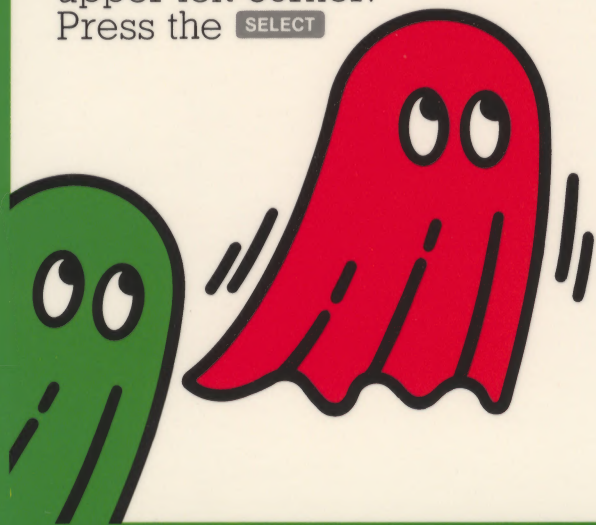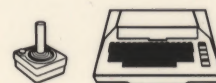
CENTIPEDE™

Blast Those Bugs!
Centipedes, spiders, fleas and scorpions have invaded your garden patch and you must blast them with your "bug blaster" before they get to you!

Centipedes attack, winding their way down from the top of the screen. Fire away at each segment to get rid of this treacherous pest. The spider descends from its web and destroys any mushroom in its path on its way to find you. Keep your eye on this bouncing insect. Scorpions scurry and dash across the mushroom patch without warning, poisoning all the mushrooms in their way. And while you frantically fire your bug blaster at these pests, fleas have the power to put more of those mushrooms in your garden.

For one player, plug a Joystick Controller into Controller Jack 1 on the front of the computer. For two players, plug a second Joystick into Controller Jack 2. Hold the Joystick so that the red button is in the upper left corner.

The screen shows you if the game is set for one or two players. Press the SELECT key to switch to either one. When you're ready to take on the bombardment of bugs, press the START key.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

CENTIPEDE
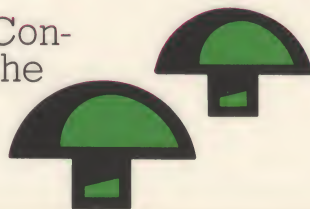
Home Education

ATARI BASIC

BASIC is an easy-to-learn, "high-level" computing language that has gained much popularity in recent years. Both adults and children can get a head start by learning ATARI BASIC using an ATARI Home Computer.

In addition to the standard BASIC features, ATARI BASIC offers features that utilize the advanced color, graphics and sound capabilities of ATARI Computers. With ATARI BASIC, you can write programs that generate colorful pictures that move and have a seemingly infinite variety of accompanying sound effects.

You'll also be able to access the Controller ports to write programs that use Joysticks or Paddle Controllers. In fact, all the equipment used with ATARI Home Computers is accessible through ATARI BASIC. ATARI BASIC also includes PEEK and POKE statements and allows machine-language subroutines to be called from BASIC programs.

BASIC is very easy to use, yet quite a powerful programming language. We'll get you started here and show you how to do calculations in **direct mode** and how to write a couple of short programs in **deferred mode**. If you make a typing mistake, press the key marked DELETE BACK S to erase a character. Press it once for each character to be deleted or hold it down to delete many characters. Clear the screen by pressing SYSTEM RESET. Whenever you start a new program, type **NEW** and press RETURN. This erases any programs that were entered before.

Direct mode is good for single-line calculations. The symbols used for calculations are:

+ Addition
− Subtraction
✳ Multiplication
/ Division

For example, type: **PRINT 5+4** and then press the RETURN key. Notice it gave you the answer immediately? Now try a more complicated calculation. Type in **PRINT (5+4)*(6−2)** and press RETURN.

You can also generate sounds in direct mode. You may first need to adjust the volume control on the TV set or monitor.

Try the following examples:

```
SOUND 0,200,10,10 RETURN
SOUND 1,100,10,10 RETURN
SOUND 2,50,10,10 RETURN
```

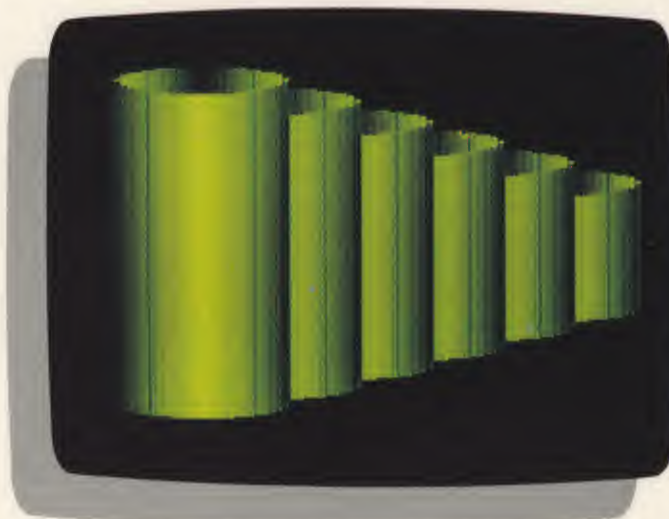Press the SYSTEM RESET key to stop the sound. Now let's try a program written in deferred mode, using line numbers:

```
10 FOR COLUMN=0 TO 32 RETURN
20 SOUND 0, COLUMN * 5,8,COLUMN/2
RETURN
30 POSITION COLUMN, 10 RETURN
40 PRINT "ATARI>" RETURN
50 NEXT COLUMN RETURN
```

Press SYSTEM RESET to clear the screen. Turn up the volume on the TV set a bit. Then type **RUN** and press RETURN. Pretty nice effect for only five lines of code, isn't it? Imagine what you can do with a little practice and time.

Press SYSTEM RESET to clear the screen. To see your program, type **LIST** RETURN. To run it again, just type **RUN** RETURN.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

AN INVITATION TO PROGRAMMING 1,2&3 ™

It's Easy To Learn ATARI BASIC. This series introduces you to the fundamentals of programming in ATARI BASIC. Quickly learn BASIC programming statements and more about the color, graphics and music capabilities of the ATARI Home Computer.

An Invitation to Programming 1— Fundamentals of Programming:

The six lessons in this cassette program introduce you to the computer keyboard, teach you to use the PRINT statement and perform simple mathematical calculations. You'll also see examples of the computer's color, graphics and sound capabilities.

An Invitation to Programming 2— Writing Programs One and Two:

With these two cassette programs, you'll learn how to write programs in ATARI BASIC. These lessons cover FOR...NEXT loops, subroutines, and READ, DATA, DIM, PEEK and POKE statements. The package includes two cassettes and a workbook.

An Invitation to Programming 3— Sound and Graphics:

Learn simple music theory and how to set the pitch, purity and loudness levels of notes. You'll also discover how to use the color registers, the graphics characters and other features that let you draw your own computer art. There are two cassettes and a workbook that come with this program.

Each cassette offers self-guiding instructions. You just load it, start it running, then follow along to be introduced to the world of programming in ATARI BASIC.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

MUSIC COMPOSER ™

Turn Your Computer Keyboard Into a Musical Instrument. You can learn about music and compose your own scores with this program. Write your own music — your TV screen will display a colorful piece of blank "sheet music" onto which you type your own notes.

As you program notes with the computer keyboard, you hear the note as it's displayed on the screen. When you finish a section, the computer plays the melody back to you. You control the pitch, octave, duration and loudness of each note.
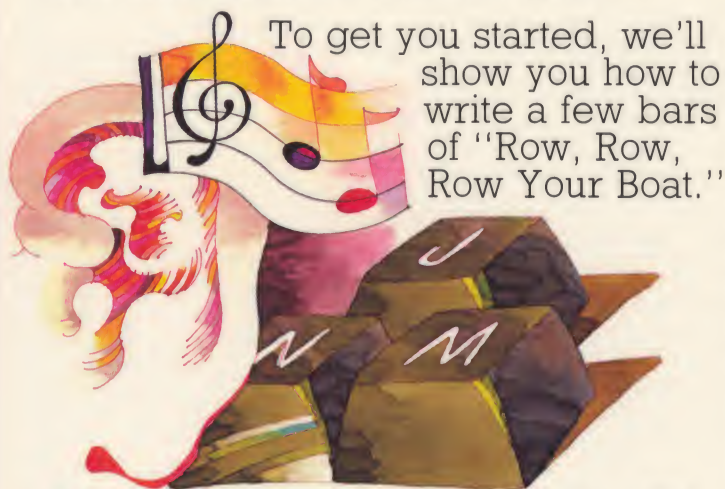
To get you started, we'll show you how to write a few bars of "Row, Row, Row Your Boat."

After the program is loaded, the TV screen displays the Main Menu. Type **E** `RETURN` to get the Edit Menu, and then type **P** `RETURN` to start the first phrase. The computer asks,

"PHRASE #?". You type **1** `RETURN`. Then the computer asks, "ERASE?" You type **Y** `RETURN`. Then type the following sequence of notes. Press `RETURN` after each note you type.

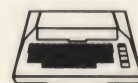**C4Q** `RETURN` **CQ** `RETURN` **CE** `RETURN`
D4S `RETURN` **EQ** `RETURN`

This is all for the first measure of the first phrase. To start the second measure, type **M2** `RETURN`. Then enter the five notes of the second measure, each followed by a `RETURN`.

E4E `RETURN` **D4S** `RETURN` **EE** `RETURN`
F4S `RETURN` **GH** `RETURN`

That does it! Now try listening to what you've composed. Type **S** `RETURN` to get to the Edit Menu, then **S** `RETURN` again for the Main Menu. Finally, type **L** `RETURN` and you'll hear what you typed.

If you've typed a wrong note, it's easy to correct it. Type **E** `RETURN` to get to the Edit Menu again. Press the `CTRL` and → key at the same time to move the black bar over the wrong note. Then press the `CTRL` and `DELETE BACK S` keys at the same time to remove it. Now type in the note you want.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

MY FIRST ALPHABET ™

Learn Letters and Numbers. My First Alphabet is a fun and musical way for children to learn the alphabet and numbers. Large colorful letters are displayed on the screen, clowns smile and frown, and the "Alphabet Song" can be played with just the press of a key.

There are seven options for this program. When the program is loaded, move the elf to the choice you would like by pressing the SELECT key. When you have made a choice, press START to begin the program.

AUTORUN randomly displays letters and numbers. This is perfect for the small child who is too young to use the keyboard but can watch and identify what is on the screen. If you would like to see a series of selected letters and numbers move the elf to the SELECTED PICTURES mode.

Then type in a series of letters and numbers of your choice. Random numbers and letters are shown on the screen by choosing either NUMBERS ONLY or LETTERS ONLY. If you'd like to have both the letters and numbers randomly presented on the screen, press the SELECT key until the elf appears to the left of NUMBERS AND LETTERS.

A child can practice with this program for hours; the computer does not get tired, and the graphics and sounds of My First Alphabet are exciting and captivating.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

MY FIRST
ALPHABET

CONVERSATIONAL LANGUAGES

SPANISH • FRENCH • GERMAN • ITALIAN

**Your Own Language Lab at Home.** The computer spells out phrases with descriptive color pictures on your TV screen while you listen to the instructor pronounce the phrases correctly.

Each lesson uses two "tracks" on the cassette tape, one for the computer program and another for the instructor's voice. This allows you to hear correct pronunciation while the instructor asks you questions and you type in the answers.

Each language course comes with five program cassettes and a workbook. The workbook offers drills for situations you might encounter on a trip to a country where that language is spoken. You can stop the lesson at any point to practice and then continue when you're ready.

After the program is loaded, simply listen to the instructions.

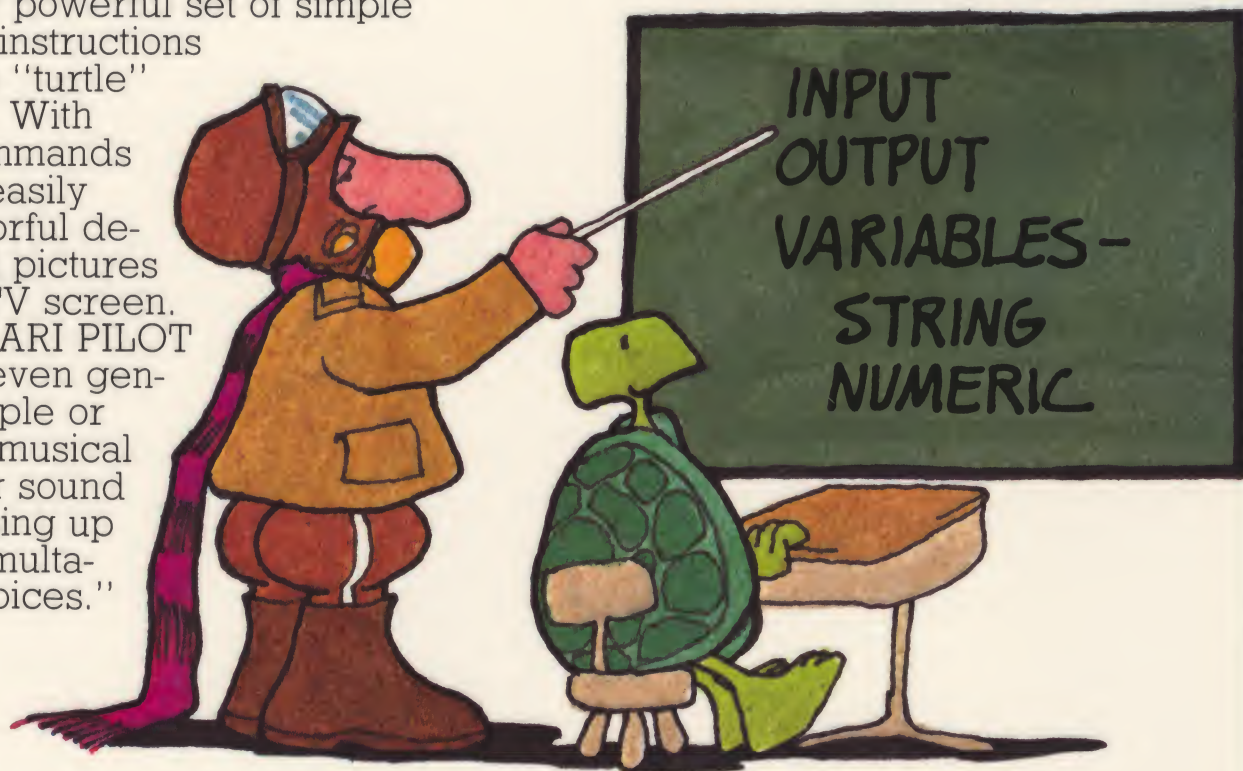TURN TO THE BACK FOR LOADING INSTRUCTIONS

Buenos días
(Hello)
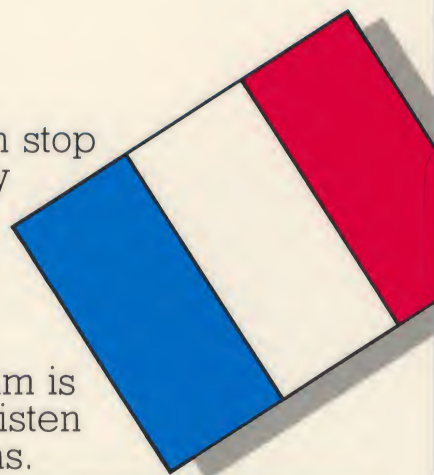
ATARI PILOT
(WITH "TURTLE" GRAPHICS)

Many teachers of computer programming say PILOT is the easiest of all programming languages to learn. Many schools now use PILOT to introduce students to programming; its understandable commands make for a friendly first experience with computer programming. In fact, most novice users can write interesting and useful programs after their first or second session.

ATARI PILOT also features an unusually powerful set of simple graphics instructions known as "turtle" graphics. With these commands you can easily draw colorful designs and pictures on your TV screen. Using ATARI PILOT you can even generate simple or complex musical sounds or sound effects using up to four simultaneous "voices."

PILOT is recommended for teaching computer programming to young children as well as adults. Both will be amazed by their ability to quickly draw their own computer graphics, including animated pictures.

ATARI PILOT (Home Package) includes a PILOT cartridge, *The Student PILOT Reference Guide* and a handy pocket-reference card.

INPUT
OUTPUT
VARIABLES –
STRING
NUMERIC

ATARI PILOT

ATARI PILOT (CONT.)
(WITH "TURTLE" GRAPHICS)

And there's also an Educator's Package with other materials to help teachers get PILOT programming started in the classroom.

Try the following program to see just how easy PILOT is to use. It is a graphically oriented program that uses the graphics command "GR:" and the sound command "SO:". If you make a mistake simply press the DELETE BACK S key to erase the incorrect letters.
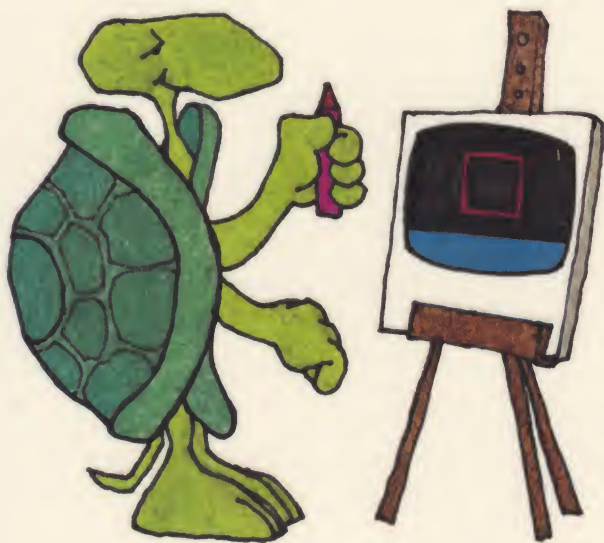
Type in the following program line for line. Press the RETURN key after each line. When you type AUTO, the TV screen turns gold; this is normal.

```
NEW
AUTO
*SQUIRAL
C:#C=0
T:ENTER AN ANGLE PLEASE\
A:#A
GR:GOTO 0,0;TURNTO 0;CLEAR
*LOOP
GR:DRAW#C;TURN#A
C:#C=#C+1
SO:#C
J(#C<100):*LOOP
E:
RUN
```

Press the RETURN key again; then press SYSTEM RESET to clear the screen. Finally type RUN and watch what happens!
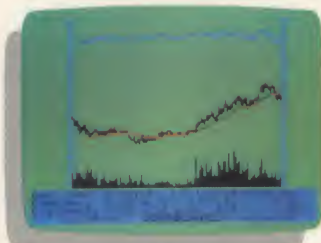
TURN TO BACK FOR LOADING INSTRUCTIONS.
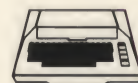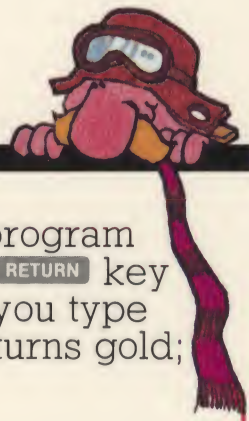
Home Office

Atari offers a wide selection of programs to make your home office more efficient. By offering you programs in the areas of record keeping, investment analysis and information communication, Atari provides you with a wide range of information management tools.

Analyze and Chart Stocks and Bonds. With Atari's Investment Analysis programs you can analyze and chart your stocks and bonds with Stock Charting*, Bond Analysis* and Stock Analysis*. Analyze and compare mortgage terms with the Mortgage & Loan Analysis* program.

Write and Edit With Ease. The ATARI Word Processor is ideal for any kind of writing you may do. Create edit, save and print letters, text, documents or memos. The Word Processor allows you to format; delete lines and characters; insert characters, words or lines; center text, underline text, and perform a number of other useful functions. After using the ATARI Word Processor program, you may never want to use an ordinary typewriter again!

*A Control Data CYBER-WARE™ product manufactured under license from Control Data Corporation (C) 1980.

Powerful, Professional Accounting. The Bookkeeper by Atari is specifically tailored for the small business or home office. It is self-guiding with easy "prompts" that let you enter dates, names and dollar amounts for the records and accounts you need to keep. And with The Bookkeeper Kit, the Bookkeeper program is teamed up with the ATARI Numerical Keypad, to help you save valuable time by speeding data entry.

The Bookkeeper generates comprehensive reports automatically. It has the capability to post accounts in a General Ledger and also stores and prints customer and vendor names alphabetically and numerically. The Bookkeeper speaks to your practical business sense. The program prints Profit and Loss Statements, Balance Sheets, and Accounts Receivable and Accounts Payable Reports, so that you can organize your records, see where your money is coming from and where it is going. With it, you'll be able to organize your accounting system, making it faster and more useful in the process.
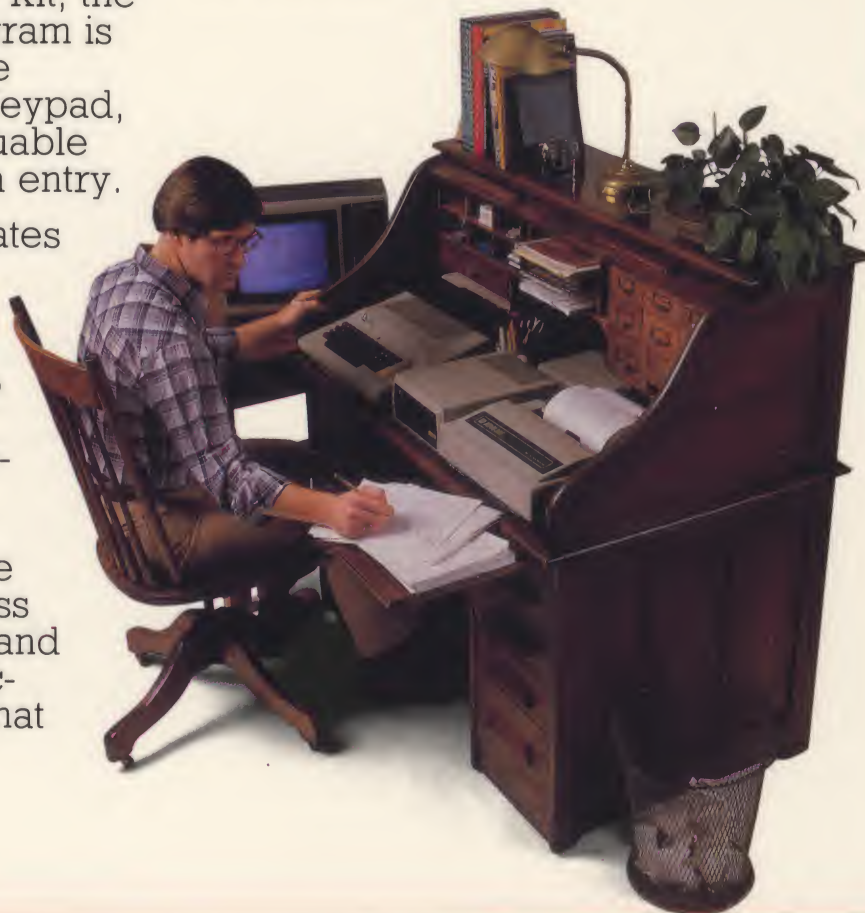
HOME OFFICE PROGRAMS

Access a Variety of Information Networks. With TeleLink™ I you can talk to other computers through a choice of information networks. You can get the latest stock reports through DOW JONES NEWS/RETRIEVAL[1] SERVICE, and get other types of information from THE COMPUSERVE INFORMATION SERVICE[2] and THE SOURCE, AMERICA'S INFORMATION UTILITY[3].
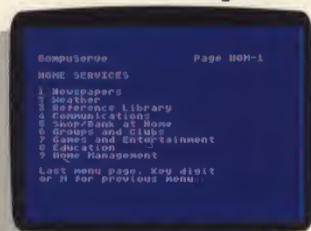
An Easy Filing Program For Your Home. Set up a filing system for your recipes, personal belongings, names and addresses, or virtually anything that you would like to keep track of. The Home Filing Manager™ program prints information in a 3″ by 5″ index card format. It's a simple and versatile program to have for your record keeping.

All This and More. For more detailed information on the programs for your Home Office, take a look at the *ATARI Home Computer Product Catalog.* Flip to the next card to try Graph It™, one of the programs Atari has to offer for your Home Office needs.

[1] Registered trademark of Dow Jones & Company, Inc.
[2] Registered trademark of CompuServe Inc., an H&R Block company.
[3] THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of The Reader's Digest Association, Inc.
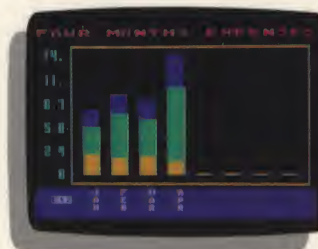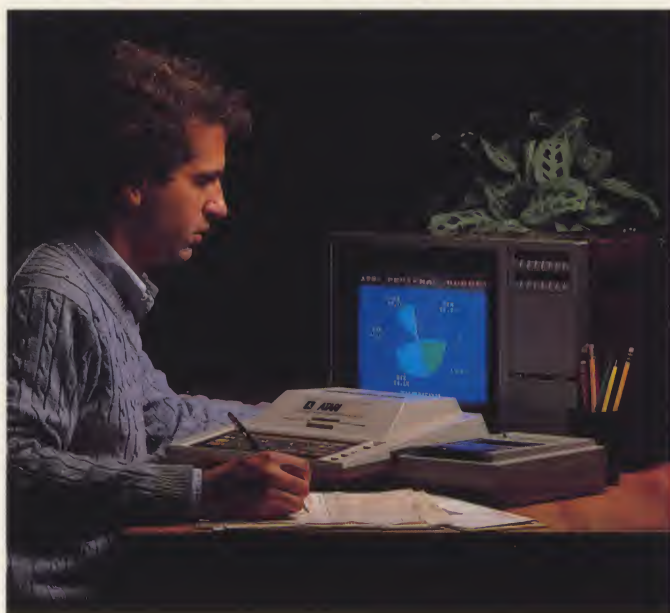
GRAPH IT ™

A Graphic and Visual Display of Data. With Graph It, business and mathematical information can be presented so it is easier to understand. Display data relationships on your screen with colorful bar charts and pie graphs.

At one time or another, have you ever wondered where all your money was going? With Graph It you can easily create a chart showing how much you have spent on various items.

Let's use travel, entertainment and mileage expenses for your business as an example. Load cassette A, side one, type **B** from the MENU and press `RETURN`. For a sample title, type in **FOUR MONTHS EXPENSES.** The number of factors is **3** (travel, entertainment and mileage). For the column labels, type: **Jan, Feb, Mar, Apr.** Remember to press `RETURN` after each item you type. Now press the yellow `START` key to the right of the keyboard. Factor 1 is travel expenses. Enter **235** for January, **187** for February, **209** for March, and **147** for April. Press `RETURN` after the last amount entered to go on to the next factor. For the next item, entertainment, enter an amount for each of the months. Again, press `RETURN` after each amount. Now enter a set of numbers for the final item, mileage.

After all of the data is entered, press `RETURN` and see how your expenses shape up. The program will calculate the size of each item and scale the bars to fit the screen.

TURN TO THE BACK FOR LOADING INSTRUCTIONS

Loading Instructions

LOADING CARTRIDGE PROGRAMS

1 Before inserting an ATARI Computer cartridge, turn on the ATARI Home Computer and the television. To load ATARI Computer cartridge programs, pull the cartridge door release lever down to open the cartridge door. (Whenever you do this, the ATARI Home Computer turns itself off. It turns itself back on when you close the door.)

2 Insert the cartridge into the left cartridge slot with the label facing you. Press down carefully and firmly. When you close the door, the red power indicator light at the right of the keyboard lights up, and the TV screen will display the program's title screen.

LOADING DISKETTE PROGRAMS

If the ATARI Home Computer is on, turn it off.

1 Turn on the ATARI 810™ Disk Drive. When the red BUSY light goes off, open the door by pushing the rectangular button below the disk drive door.

2 Insert an ATARI diskette into the disk drive with the arrow in the left-hand corner, facing the disk drive.

3 Firmly close the door after the diskette has been inserted.

4 Turn on the computer. You will hear a whirring noise indicating the program is loading into the computers. The program title screen will appear on your screen when loading is complete.

LOADING CASSETTE PROGRAMS

1 First pull the cartridge release lever on top of the computer console down and insert the ATARI BASIC cartridge carefully and firmly into the slot with the label facing you.

Turn on the computer and the television. The television screen will display a READY prompt.

2 Next, insert the program cassette into the ATARI 410™ Program Recorder. Insert the cassette with Side 1 up. Rewind the tape to its beginning. Type **CLOAD** and press RETURN. You will hear a beep from the computer which is to remind you to press PLAY on the Program Recorder.

3 After pressing the PLAY button press the RETURN key again on the computer console. The cassette tape will start turning and the computer will load the program into its memory. It takes approximately five minutes to load a program. If you happen to to get an ERROR message while loading the cassette program, stop the tape and start the loading process over from the beginning.

When the tape stops, your program has been loaded from the cassette into the computer. The television screen displays a READY prompt again.

To RUN the program you have loaded into the computer, type **RUN** and press RETURN.

ATARI®

HOME
COMPUTERS

ATARI®

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